

THE WITCHER® WILD HUNT



EXPANSION PACK
THE SANDS OF OFIR

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THE SANDS OF OFIR

THE EXTENSION THE STORY OF GERALT OF RIVIA

The story proceeds the events when Geralt completed his last quest in Toussaint and thought about retire from business. Unfortunately, a lot of Geralt's foes had gathered and he has unwillingly trammedled into events of Ofir's household.

The story interprets course of the «Witcher 3: Hearts of Stone» plotline. Gerald forced to the exotic countries again. He will face sultan of The Ofir and pay for the death of successor to the throne.

Gerald have narrow option between death and finding someone who has so fastidiously get rid of the prince.



Original extension *Witcher 3: Hearts of Stone* was chosen for the basis of work.

I continued to develop the **Ottoman culture** theme to keep my content with the same style as existing «Ofir's style».

Main characters based on historical ottoman traditional costume, monsters base on **Arabian mythology**.



Ottoman culture

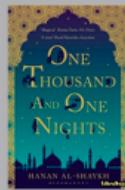


Muhtesem Yuziyil

+

traditional historical reference

+



Colors and decor adapted from **Arabian architecture** to reveal oriental flavour.



Folk tales «One Thousand and One Nights»



CHARACTERS

SCORPIO ARMOR

Idea of making of armor for new «Scorpio» school came to me during speed drafts at first. At time of drafts elaboration I realised that I want to move from cliché'd arabic warrior figure to something more weighted, heavy.

So I explored references of real turkish armor from 15th–16th centuries and combined them with sharp forms, stratification and plasticity that remind us the scorpions.

Speed drafts



Drafts, base photobash



Reference



Drafts development



SCORPIO ARMOR

Basic color



Intermediate variation



Bracers



Boots



Bag



The strap for swords



SCORPIO WEAPON

Also new weapon may come in handy for Geralt.

Firstly I started developing two different shaped swords on the basis of yataghan and scimitar. However they didn't look very well together, and I decided to choose two scimitars because they looked self-consistent and fitted nicely into character silhouette. The idea of Scorpio school goes through weapon too. I made more aggressive blade and guard look like scorpion tail.

Reference



Yataghan



Scimitar



Sheath





SCORPIO ARMOR



FX. Bombs

It is a good practice to get Geralt new skills. Bombs that control your enemy. New bombs expedite matters significantly in some critical situations by stunning and blinding. E. g., first two from below. Also I thought about the way they work together with Igni signs.

«Sand Spears» bomb

Does damage and stuns your enemy

«Sand Star» bomb

Explodes, does fire and sand damage, blinds

«Sand Tornado» bomb

Does damage with sand wind and blinds

Combinations with sand bombs

«Sand Spears» bomb



«Sand Star» bomb



«Sand Tornado» bomb



When you cast Igni sign with the bomb, sand turns to glass and stun prolongs



SELIM THE MAGNIFICENT

Ofir's sultan Selim the Magnificent

Ofir's sultan loved very much by his people. He is rugged but fair. Kingdom has been in the high by his management. He joined new lands and implemented new reforms.

However his better days gone away, and the question of throne reassignment came up. His successor was killed in Oxenfurt...

The Selim's prototype was the Suleiman the Magnificent. References has collected historical sources and movie figures.

Speed draft



Draft, base photobash



Developing idea



Reference



SELİM THE MAGNIFICENT

Turban



Intermediate variation

To underscore the costume wealth and high persona profile I added attributes of power - baculus and royal robes.

Baculus



Basic color



Necklace



Dagger



SELIM THE MAGNIFICENT



PRINCESS NURSHAH

Princess Nurshah is a Selim's daughter.

She is a second main character, and Geralt will have some dealings with her :)

She is awfully ambitious and cunning, but suppresses it very well. She is willing to become the first governor female and do the best to reach her goal. She's the one who responsible for her brother's turning into the frog in Oxenfurt. She encumbers Geralt to pick up her scent and concluded an alliance with one demoniac character – rakshasa from Zangvebar.

Rakshasa helped the princess to take competitors out of way and gifted her with some magic powers.

Roxelana and numerous legends with her were used as the princess reference.

Speed draft



Draft, base photobash



Reference



PRINCESS NURSHAH

Drafts development

On the first phase of idea development I got the impression that she wasn't complicated and queenlike enough. I looked at historical references more closely and took wealth and complexity of the dress into my drafts.

Originally I wanted to make princess in lighter colours (young ladies from Near East wear light dress). But I stayed with darker and bloody tones to reveal her terrible and blood-thirsty nature.



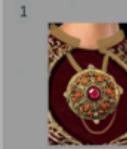
Intermediate variation

Internal design has chosen from 1st variation, and colors from 3rd and 5th



Photobash decoration

Necklace



Turban





PRINCESS NURSHAH



CHARACTERS





MONSTERS

MONSTERS: WEAKMOB «OFIR'S GHOUL»

Ofir's Ghoul inspired and created from folk tales «One Thousand and One Nights» and Arabian folklore.

In comparison with his sibling from Northern Kingdoms Ofir's Ghoul is more intellectual and cunning. He can create illusions. Usually ghoul makes illusion of pretty girl and traps uncareful traveller. Then he discarnates and eats up his sacrifice.

Ghoul's illusions always gives oneself away because of some details, they can't hide odious look. So attentive traveller is alive traveller.

Reference



Speed draft



Draft, base photobash ghoul illusion



Ghoul without illusion



WEAKMOB «Ofir's Ghoul»



MONSTERS: MIDDLE MOB «IFRIT»

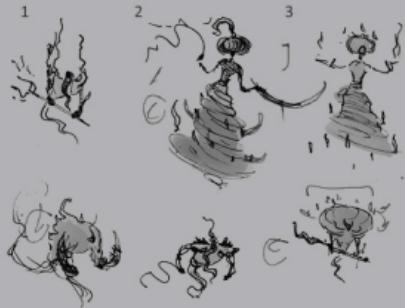
Ifrit is another representative of local horrors. Ifrit is the top-rank gin. Very mean, fire gin or daemon, occurs quite often. This particular ifrit brought Geralt to Ofir. Geralt will meet him one more time during the plot.

The idea came from Arabian mythology. I guided by gin figure during development, not the daemon, to make character more familiar.

Reference



Speed draft



Drafts



MONSTERS: MIDDLE MOB «IFRIT»



MONSTERS: «RAKSHASA» BOSS

Rakshasa is a demoniac character from Zangvebar.

Rakshasa hunts for ancient magic artefacts which extend her power and prolong life. She interested in one stone from royal treasury in Ofir. However she can't resist magical maintenance and enforced to co-operate with princess. Since princess came to the throne, rakshasa will get the stone. But who will come to the throne is highly questionable.

Rakshasas are demoniac characters from Indian pantheon. On the first ideas research I decided to make rakshasa multiarmed and many-headed that references to Indian Gods and makes rakshasa's look more terrific and aggressive.

Reference



MONSTERS: «RAKSHASA» BOSS

Continuing developing I searched inner design and weapon for each pair of hands. To point out horribleness and bloodiness I stayed on variation where rakshasa decorates herself by body parts of her prostrated enemies.

Rakshasa boss is tank that have three combat phases. She uses one of weapon pairs in her hands each phase. I chose fire swords from 3rd variation, regular swords from 1st and club from 6th. Also bony bracers, belt and collar made from human hands.

Drafts



2



3 ✓



Reference



4



5



6



MONSTERS: «RAKSHASA» BOSS





MONSTERS





ENVIRONMENT

ENVIRONMENT: «MANISA» LOCATION, THE CAPITAL OF OFIR

Finally, we going to see how Ofir looks like. **Ofir** is a variety of wide open lands.

Generally I worked on place where main action takes place – the capitol of Ofir, Manisa.

I decided to make several thumbnails of different town places, choose best suited ones and develop them more in detail. I based on Arabian architecture and feeling of town from Aladdin's tale.

First atmospheric sketch I decided to make with general view from defensive wall.

Reference



Speed drafts



thumbnails



ATMOSPHERIC SKETCH: «MANISA» TOWN, THE CAPITAL OF OFIR

thumbnails development



Auxiliary view from palace gardens. I wanted to represent larger space and epicism of construction.



Color



ATMOSPHERIC SKETCH: «MANISA», THE CAPITAL OF OFIR



ATMOSPHERIC SKETCH: MARKET SQUARE OF MANISA

Market square of Manisa is local place of interest where everything can be found, from north oversea textiles to rare herbs from the south. Craft stalls placed ready at hand. Things are humming on these streets far into the night.

Geralt can find out some secrets here, inquire and search for right people.

thumbnails



Reference



ATMOSPHERIC SKETCH: MARKET SQUARE OF MANİSA



Atmospheric sketch: Royal Treasury

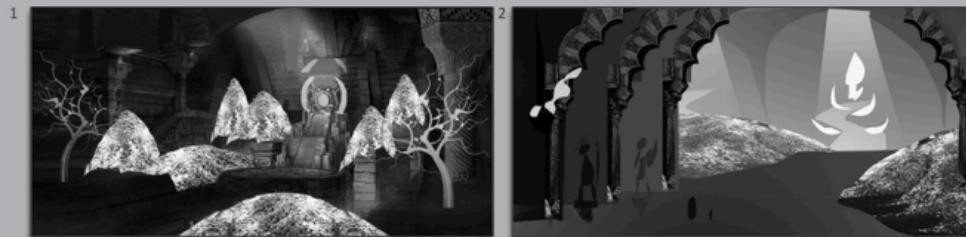
And the last atmospheric sketch – Royal Treasury.

As this is a culmination point I tried to express grandeur of this place. Treasury is huge and stand in deep lower ground floors under Manisa palace. Its guarded very well and the way into treasury lies through dozens of traps and protective sorcery

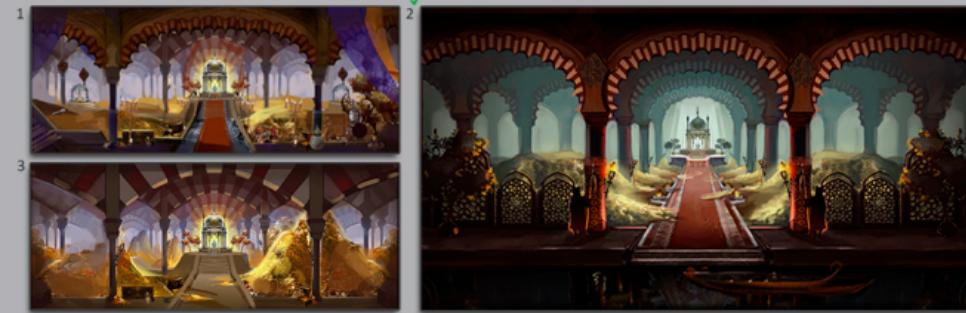
Reference



thumbnails



Color

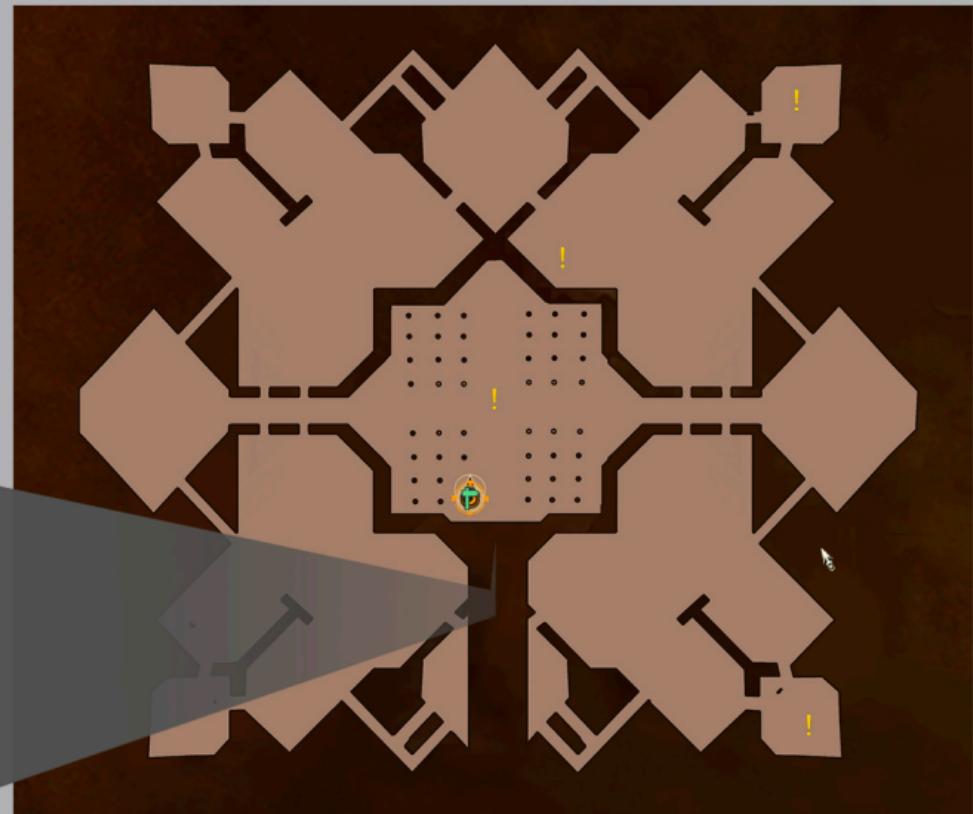


ATMOSPHERIC SKETCH: ROYAL TREASURY



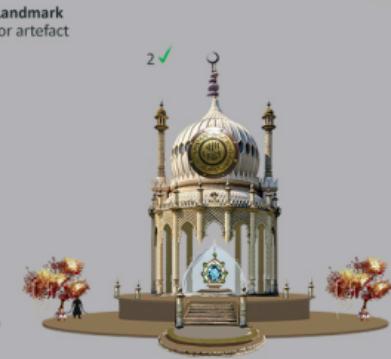
ROYAL TREASURY LOCATION MAP

Location map. I based on palace map in Vizima and made treasury map in the same way. I marked transition points and places where quests can be taken.

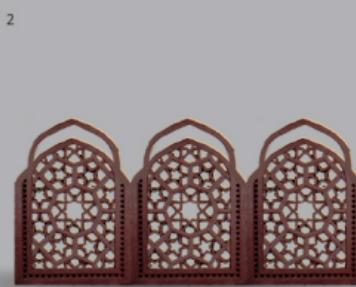


PROPS

Large props



Middle props



Small props





THANKS FOR YOUR ATTENTION!

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